# JONATHAN ROZEN

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### **EDUCATION**

# **University of California Santa Cruz**

Santa Cruz, CA

Bachelors in Computer Science

Sep 2020 - June 2024

• **Relevant coursework:** Data Structures and Algorithms (C++), Computer Architecture (C), Fundamentals of Cryptography, Machine Learning Fundamentals (python, pandas, numpy, matplotlib, scikit-learn)

### **EXPERIENCE**

# **Software Engineering Intern**

Iun 2023 - Present

**Paramount** 

San Francisco, CA

- Visualized consumption insights in the CMS platform by developing a Drupal custom module
- Implemented nightly ingestion of thousands of insights from machine learning models into CMS database using Google Big Query
- Gave Paramount+ curators access to previously inaccessible consumption insights from machine learning recommendation models

# **Software Engineering Intern**

Jun 2022 – Apr 2023

Robert Half

San Ramon, CA

- Spearheaded development of animated multi-step job application and job request React/Redux application for new codebase, utilizing Framer Motion
- Participated in development of new roberthalf.com Java AEM website using Typescript, React/Redux, and stencil.js component library
- Fixed bugs and added features to roberthalf.com Drupal website, reducing outstanding tickets by 20%

# **Software Engineering Intern**

May 2019 - Jan 2020

Palo Alto, CA

- Developed subscription invoice service and API using Python/Django and Stripe billing
- Developed numerous React components for Roadz marketplace

### **Coding Tutor and Summer Camp Leader**

Aug 2017 – Dec 2021

The Coder School

San Mateo, CA

- Taught kids game and website development with Python, Javascript, and React in after school 1:1 sessions
- Created personalized teaching plan and curriculum for each student
- Led kids' summer camps that taught game development in Python without predefined curriculum

### **PROJECTS**

Roadz

**Car Cleaner** | *HTML/CSS*, *Javascript*, *Three.js*, *Cannon.js* 

Jan 2022 – Feb 2022

• Developed a 3D car game using three.js 3D modeling engine and cannon.js physics engine

# **Pipe Messenger** | *HTML/CSS*, *Javascript*, *node.js*, *socket.io*

Nov 2016

- Developed chat web application with users and channels
- Developed "sliding message" mechanic where a secret chat message slides to the left after it's created and disappears. Animation is synced for all users in channel

### **TECHNICAL SKILLS**

Languages: Python, Javascript, HTML/CSS, PHP, mySQL, Bash, C, C++, Java

**Frameworks**: React, Redux, Typescript, Node.js, Flask, Drupal, Django, Jest, Stencil, Adobe Experience Manager

**Developer Tools**: Jira ticket tracking, Git, Docker, Acquia cloud, Google Big Query, redis, Jenkins

Libraries: jQuery, socket.io, pandas, numpy, matplotlib, scikit-learn, Framer Motion, Three.js, Cannon.js